

Profile

I'm a Digital Innovation Strategist with a deep commitment to user accessibility, backed by a foundation in UI/UX Design. My expertise is further enhanced by a MA in Museums, Galleries, and Contemporary Culture from the University of Westminster, where I graduated with distinction. My career is dedicated to blending digital innovation with the enriching sphere of cultural institutions, aiming to create immersive, accessible experiences that connect visitors with meaningful narratives.

My contributions to the field include research on the Social Model of Disability for digital interfaces, underscoring my dedication to inclusivity. Moreover, I've shared my insights and strategies for improving digital accessibility at various international conferences and lectures, positioning me as a thought leader in fostering a more inclusive digital landscape.

*#Figma #Adobe #Unity #OpenAI
#UI #immersive #vr/ar
#UX #data-driven #user-research #MVP
#accessibility #functional-diversity
#agile #Trello #Asana*

Education and qualifications

- » **Museums, Galleries, Contemporary Culture MA**
University of Westminster (Sep 2020- Sep 2022)
Grade: Distinction
- » **Project Management: Professional Certificate**
Google (Jul 2023- Currently Enrolled)
- » **Undergraduate Degree in Graphic Design**
Universitat Ramon Llull (Sep 2007 – Jun 2010)
- » **Undergraduate Degree in Digital Design & Art**
Universitat Ramon Llull (Sep 2000 – Jun 2006)

Work experience

Royal Museums Greenwich (Mar 2019 – Present)
*Interactive Exhibit Designer &
Digital Experience Specialist*

- » Led UX/UI Design for Gallery AV: Directed the user experience and user interface design of interactive content in the galleries, ensuring alignment with visitor needs and expectations. Regularly conducted user testing to validate design choices.
- » Focused on Accessibility and Inclusive Design: Prioritized accessibility in all interactive exhibits, ensuring they cater to a diverse range of visitors, including those with disabilities. Developed guidelines for inclusive design.
- » Collaborated with Interdisciplinary Teams and Stakeholders: Acted as the liaison between interdisciplinary teams, including curatorial, learning, and marketing, to ensure a cohesive product vision.
- » Managed Internal Database and Analytics for User Engagement: Oversaw the management of an internal database, incorporating data visualization tools to track and analyze user interactions. Utilized insights to make data-driven decisions for enhancing visitor engagement.
- » Product Roadmap Development and Implementation: Developed and maintained a product roadmap for all interactive exhibits, outlining key milestones, deliverables, and timelines. Ensured that project goals were met within set deadlines and budgets.
- » Ensured Alignment with Organizational Strategy: Aligned the design and implementation of interactive exhibits with the museum's broader strategic objectives.
- » Continuous Improvement and Innovation: Fostered a culture of continuous improvement, keeping abreast of the latest trends in museum technology and interactive design. Explored innovative solutions to enhance the visitor experience and stay ahead in the field.

Felix and Friends, UK (Oct 2018 – Mar 2019)
UX Consultant

- » Conducted UX research and analysis for mobile apps, ensuring user-centric design.
- » Designed and developed corporate websites while maintaining consistency and best practices.

Unidad Editorial, Spain (Feb 2015 – Jan 2018)
Digital Product Designer

- » Oversaw the concept UX/UI design and Front-end of content-driven platforms for branded content: microsites, native contents.
- » Worked on data visualization and gamification projects, emphasizing user engagement and interaction.
- » Collaborated closely with journalists to create effective content strategies.

Please visit my LinkedIn profile
to see previous job positions:

 <https://www.linkedin.com/in/raul-leiva-olmo/>

Volunteering Experience

Migration Museum (Sept 2023 – Present)
*Digital Product Management for
'All Our Stories' Project*

- » Leading the digital product management for the 'All Our Stories' project, set to launch in September 2024.
- » Overseeing all aspects of product design and management, ensuring alignment with project goals.
- » Implementing UX/UI design principles to enhance user engagement and experience.
- » Focusing on accessibility, developing digital solutions that cater to a diverse audience.
- » Collaborating with cross-functional teams to integrate data effectively into the digital platform. Utilizing data analytics to monitor user interactions and optimize product features.

Skills and competencies

- » **Interactive Technologies & Development:** Expertise in user research, interface design, domain-driven design, and software deployment.
- » **Inclusive Design:** Proven track record of designing inclusive and accessible digital products.
- » **Content-Driven Design:** Proficient in content design, microcopy, and the creation of user-focused content.
- » **Communication:** Exceptional skills in conveying product goals and strategies across teams and stakeholders.
- » **Strategy Alignment:** Experience in aligning product vision and roadmap with organizational objectives.

Publications & Presentations

- » Publication: "Access barriers to digital screens in Museums." The International Journal of the Inclusive Museum. DOI: <https://doi.org/10.18848/1835-2014/CGP/v16i02/87-107>
- » Workshop: "What comes before accessibility?." Lecturer at the University of Westminster. Two sessions yearly.
- » Presentation: "Access barriers to digital screens in Museums." Presented at the Sixteenth International Conference on the Inclusive Museum, 18–20 September 2023, Vancouver, Canada.